

FIG.1

FIG.2A

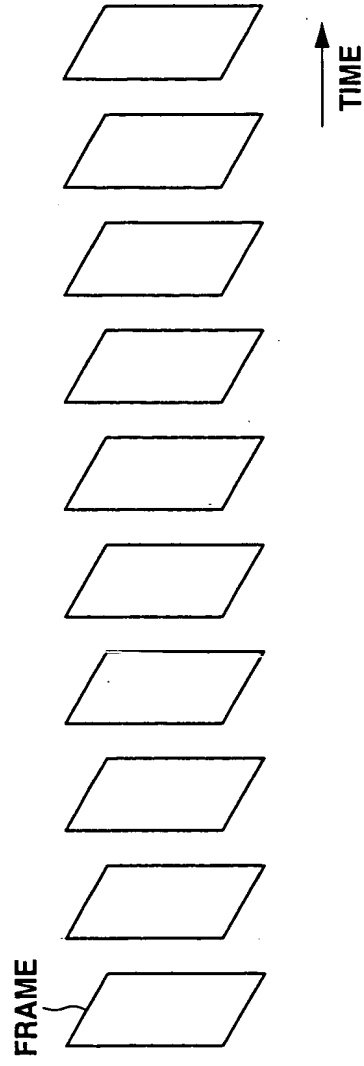
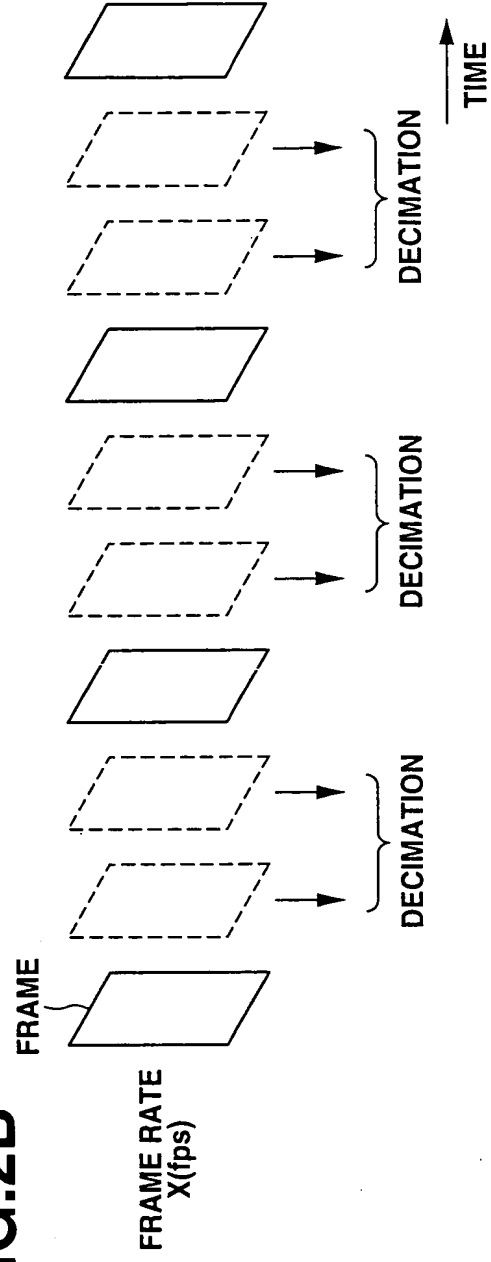


FIG.2B



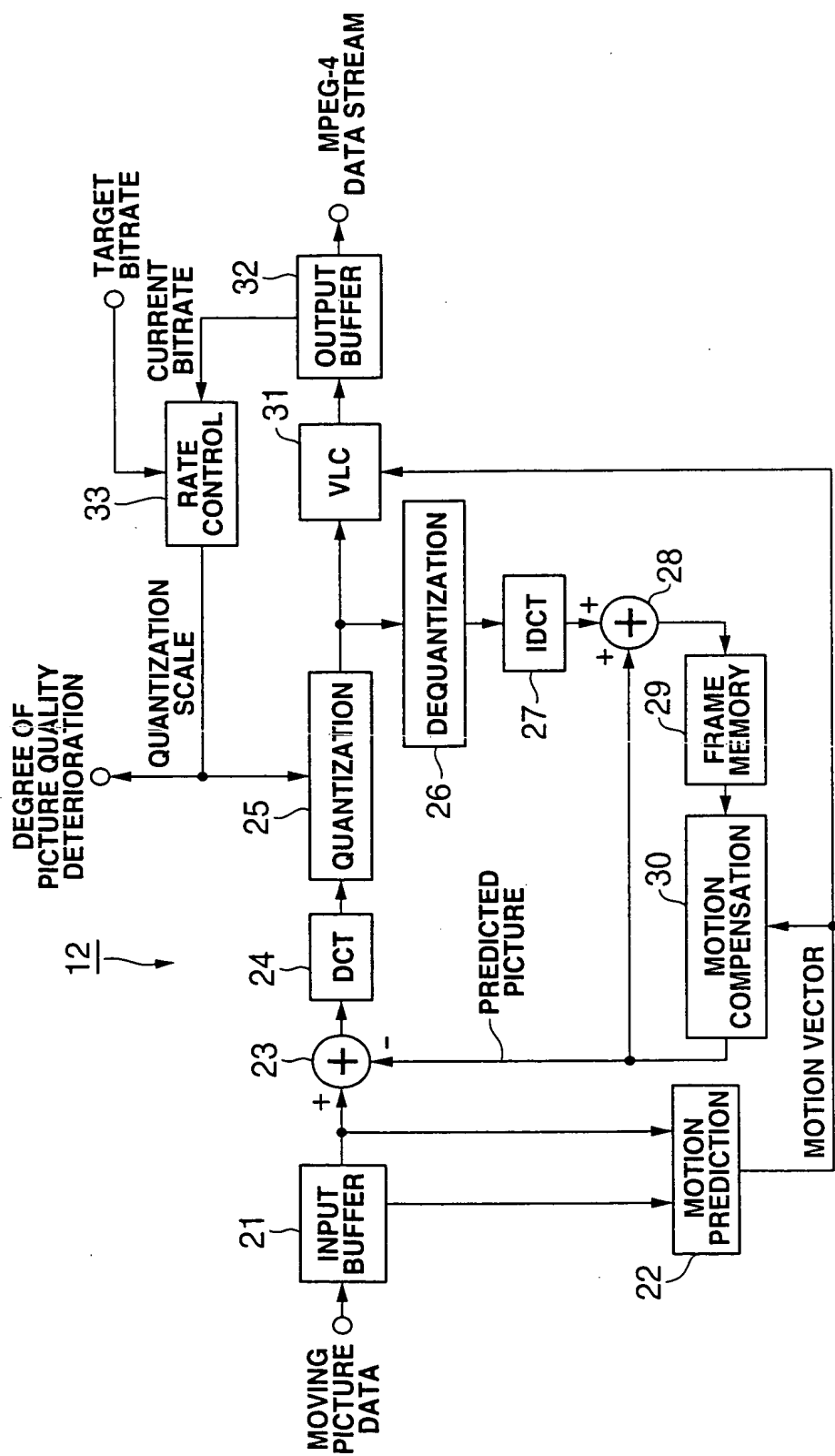


FIG.3

INDEX i	1	2	3	4	5	6	7	8
TARGET FRAME RATE X	15	10	7.5	5	3	2	1	0.5

FIG.4

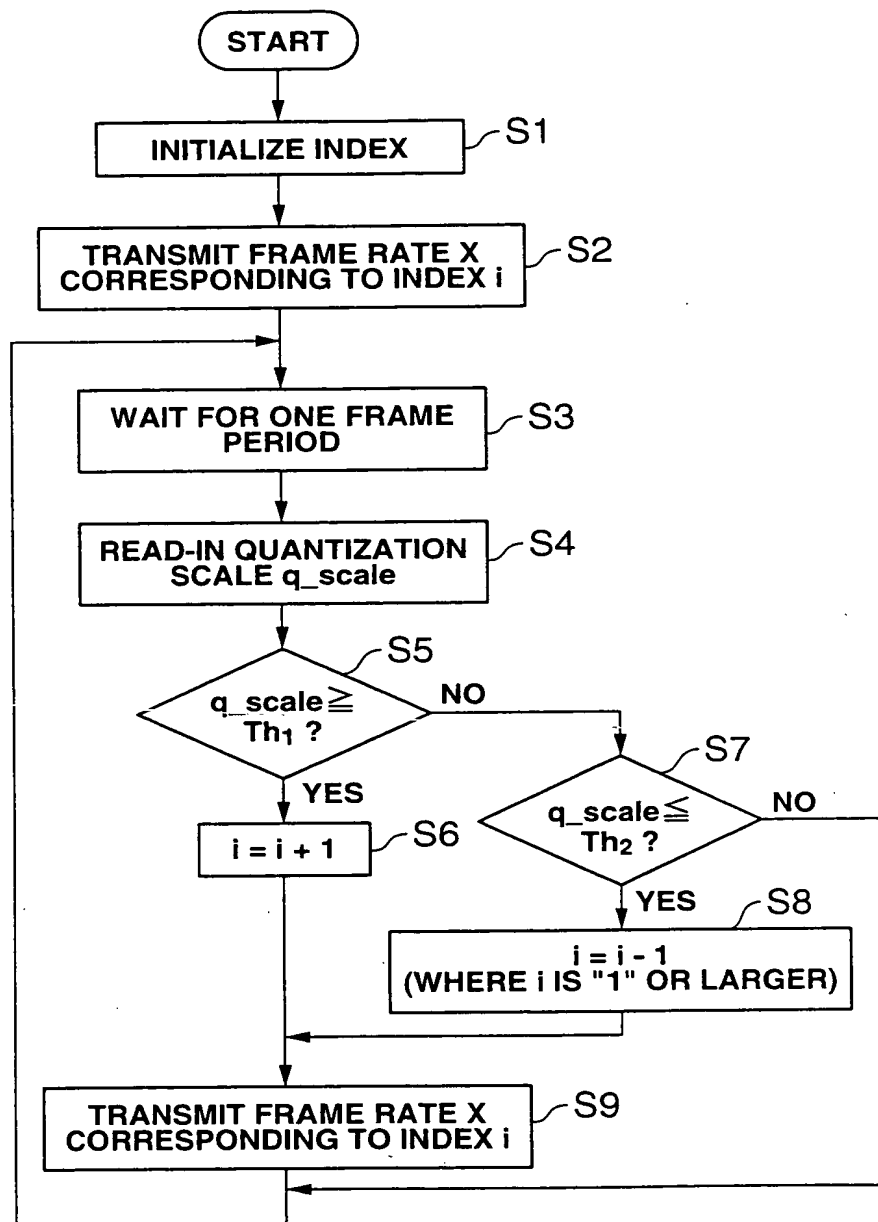


FIG.5

FIG.6A
 INPUT MOVING
 PICTURE DATA
 (30fps)

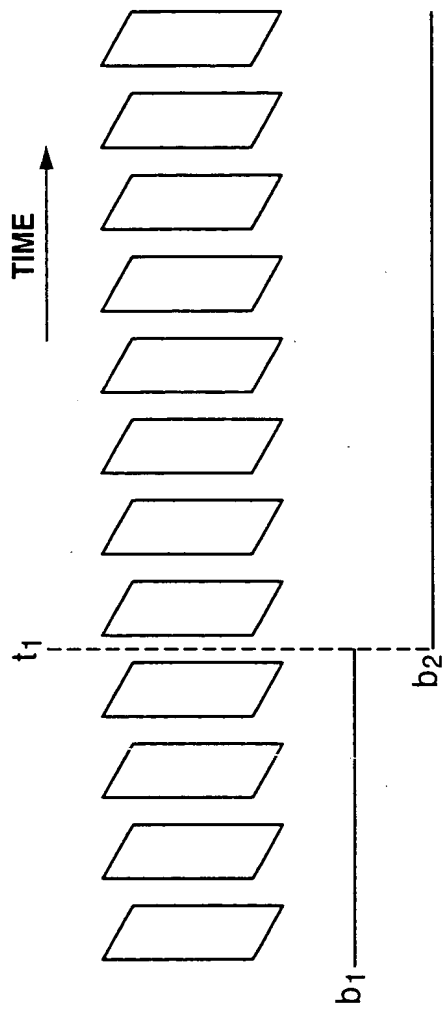


FIG.6B
 TARGET BITRATE
 (b')

COMMAND FRAME
 RATE CONVERSION

FIG.6C
 QUANTIZATION
 SCALE
 (q_scale)

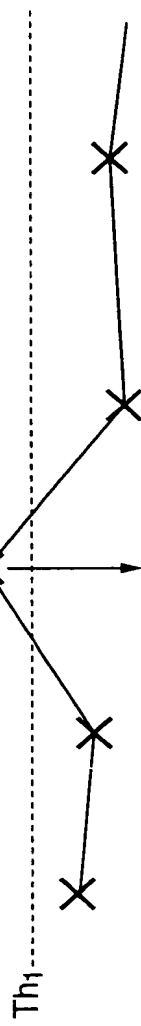


FIG.6E
 MOVING
 PICTURE DATA
 FOLLOWING
 FRAME RATE
 CONVERSION

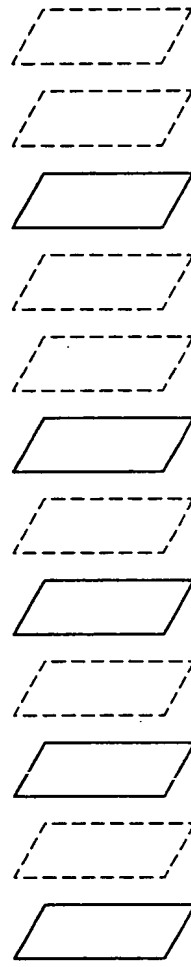


FIG.6D
 TARGET
 FRAME RATE (X)



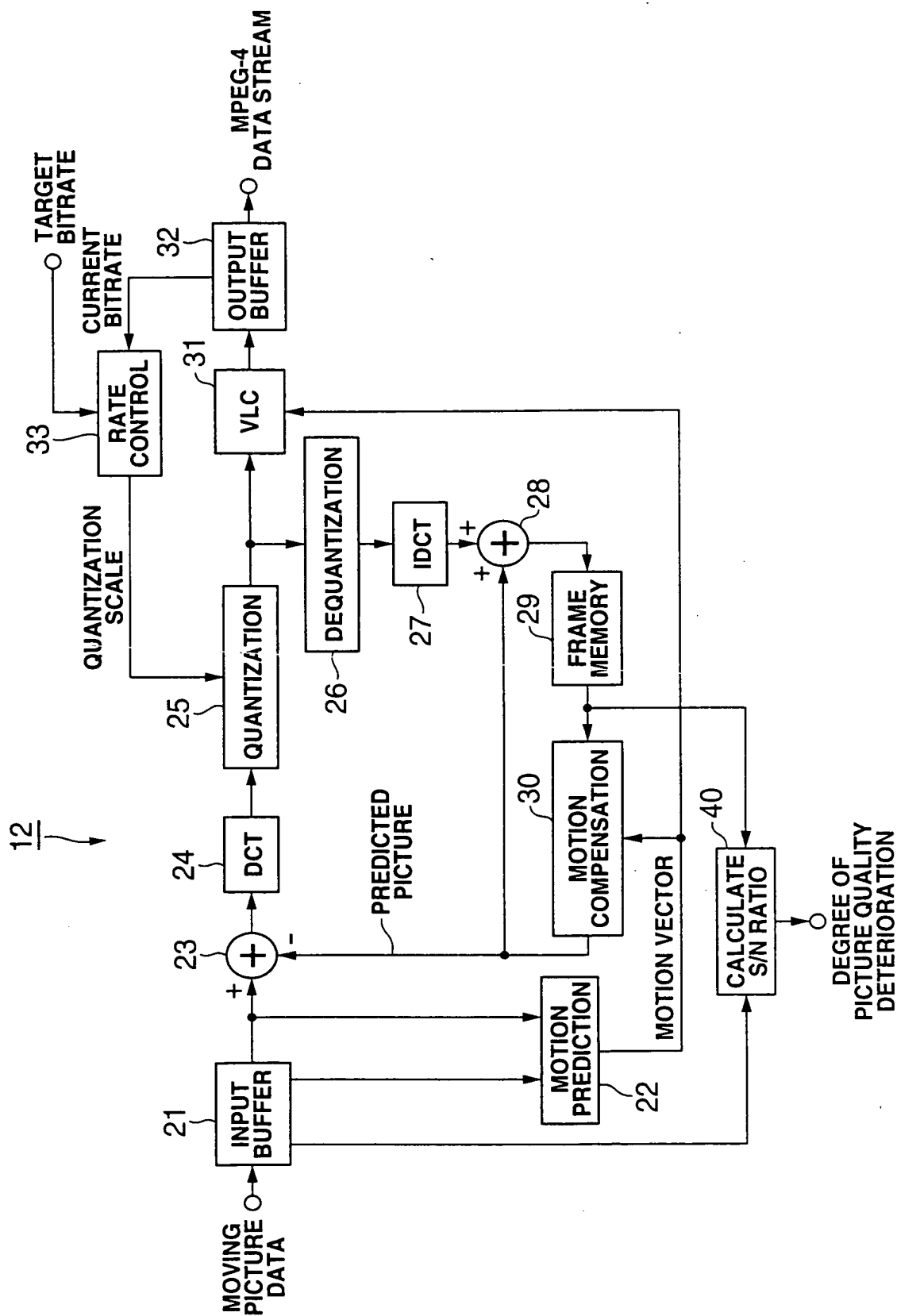


FIG. 7